

FIG.1A

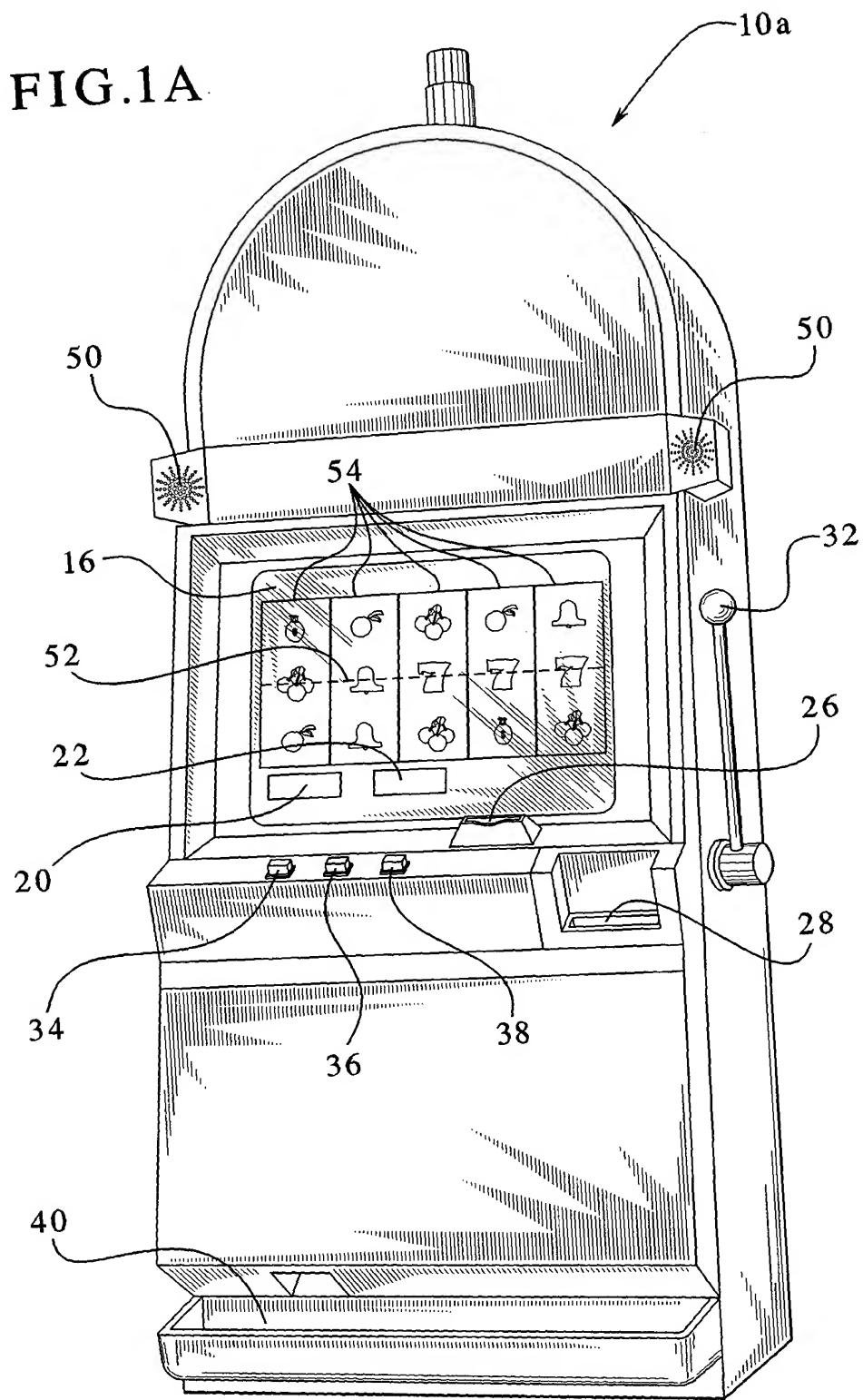


FIG.1B

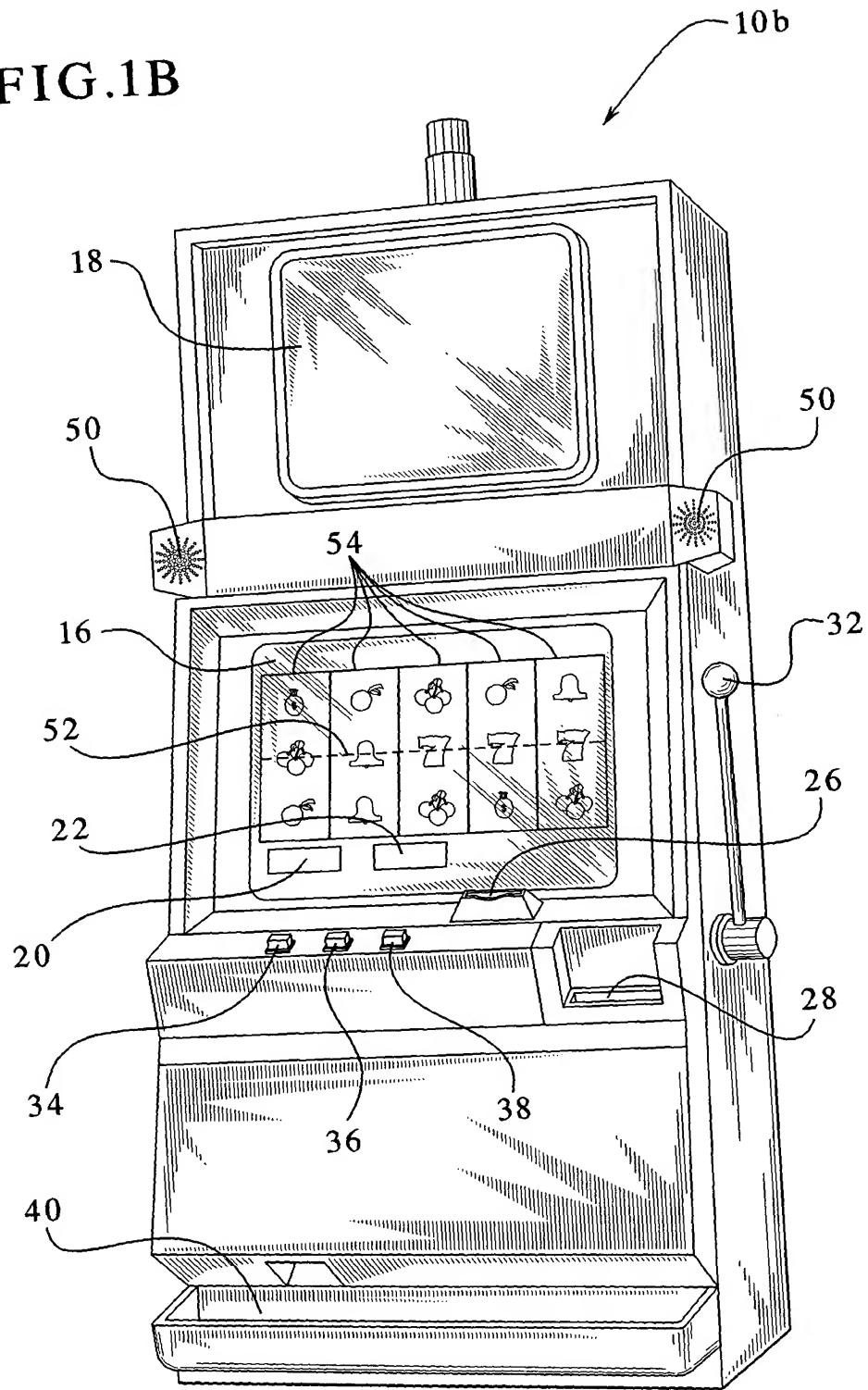


FIG.2A

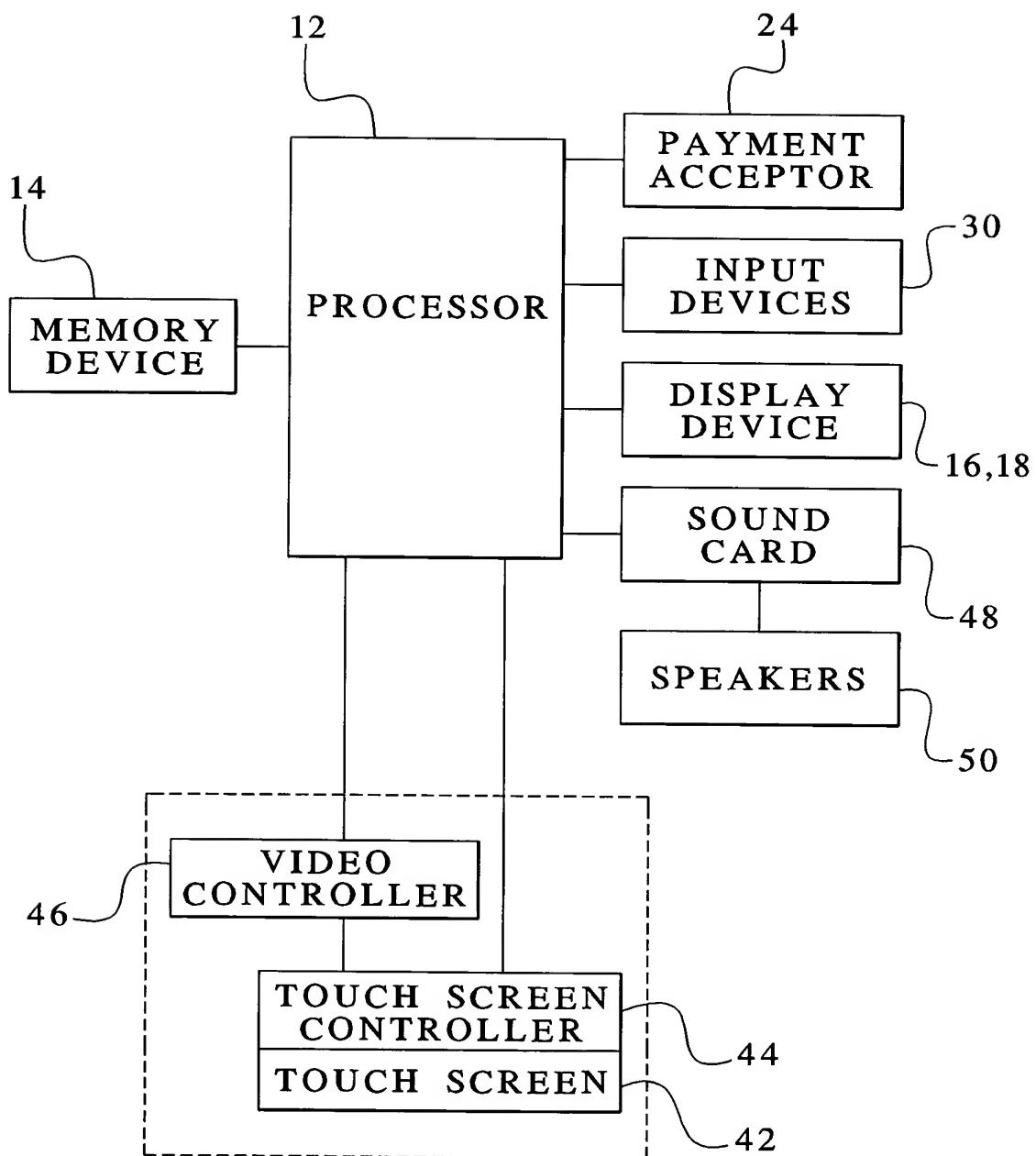
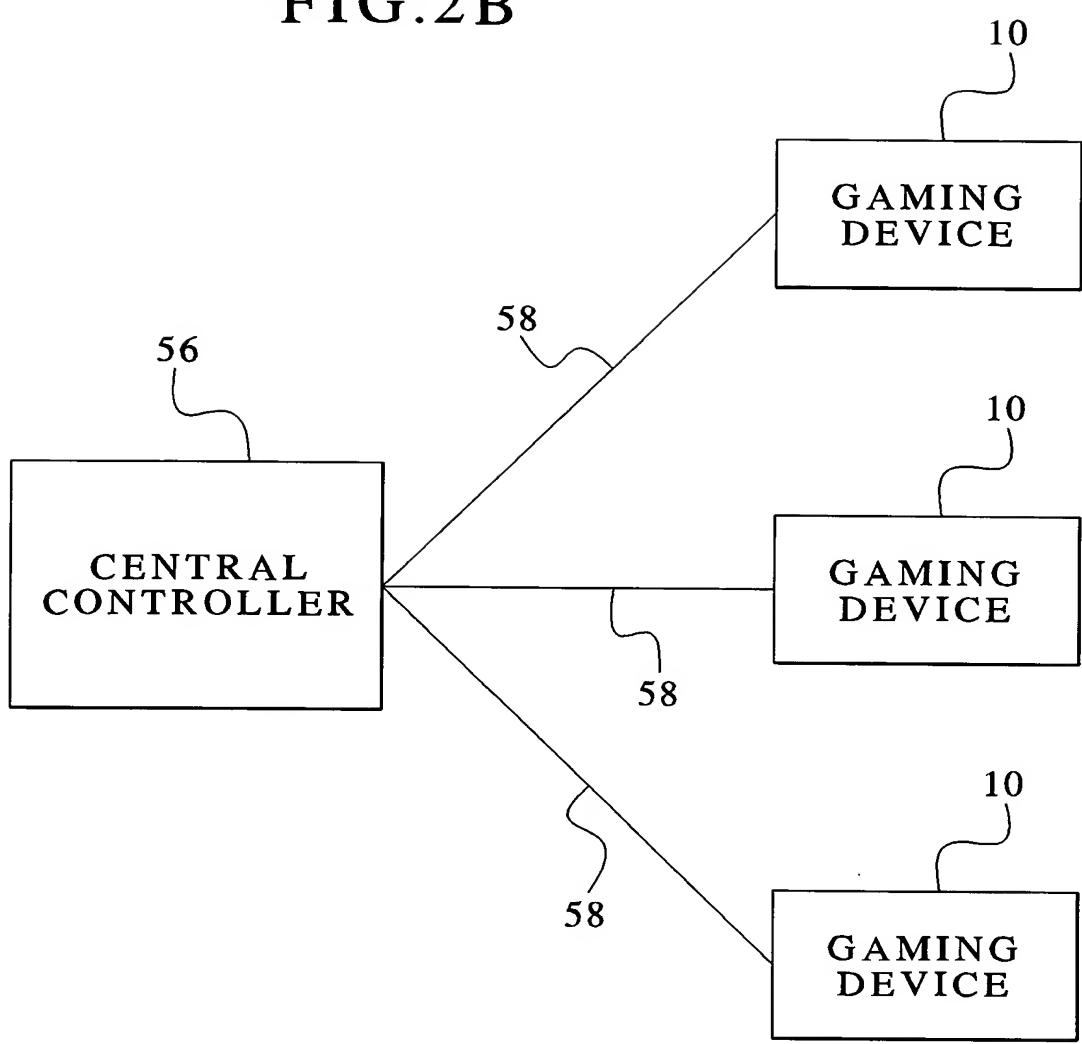


FIG.2B



COLOR 1  
DESIGN 1

FIG.3A

# CLIFF HANGERS

54a

54a

54a

54a

16,18

60

64



SHOWCASE  
175  
SHOWDOWN

SHOWCASE  
175  
SHOWDOWN

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160e  
160d  
160f

160f  
160h  
160g

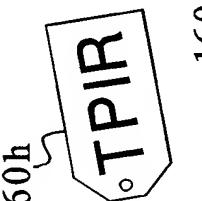
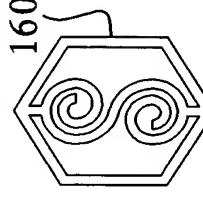
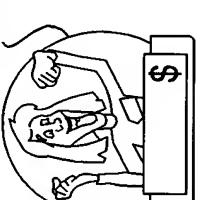
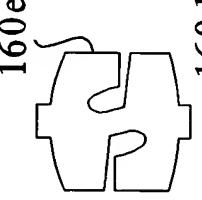
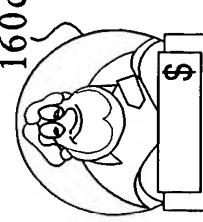
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CLIFF  
160i  
HANGERS



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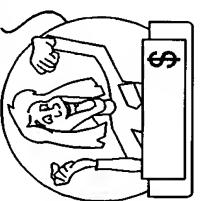
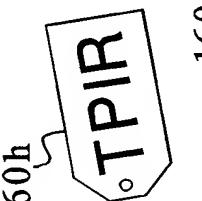
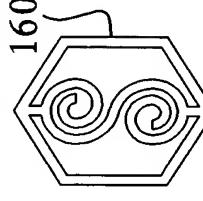
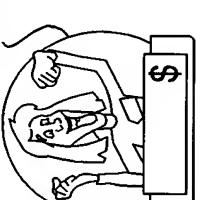
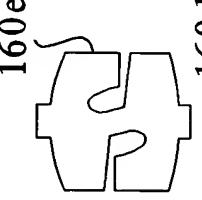
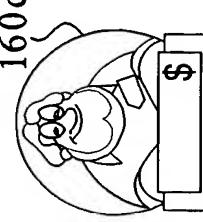
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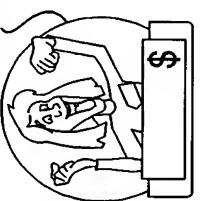
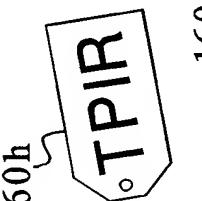
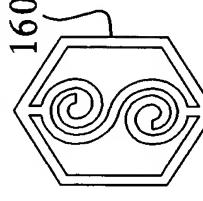
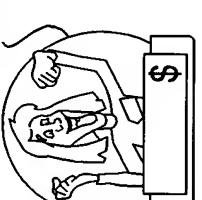
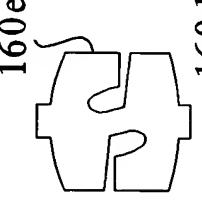
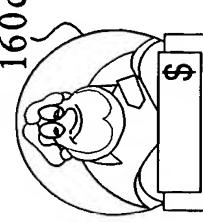
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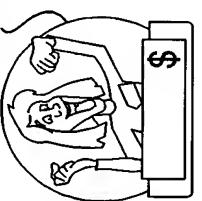
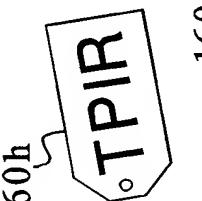
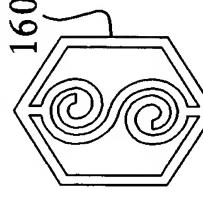
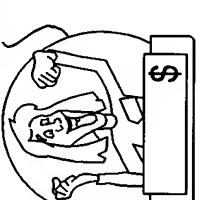
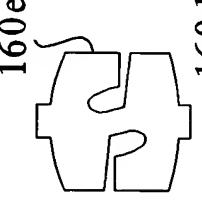
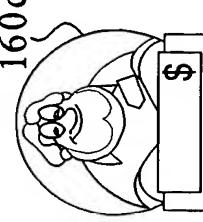
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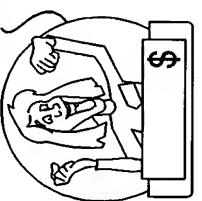
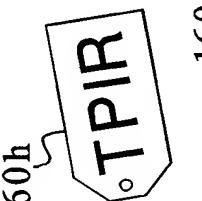
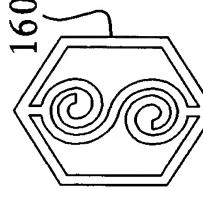
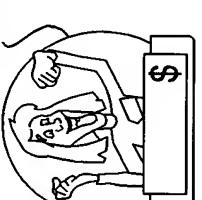
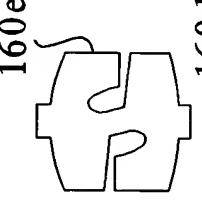
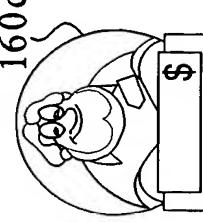
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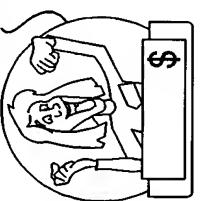
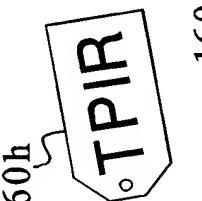
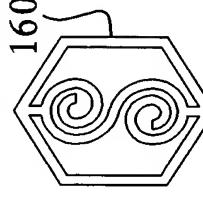
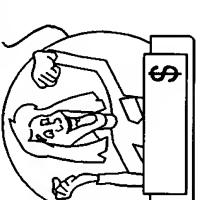
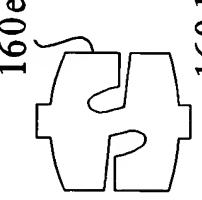
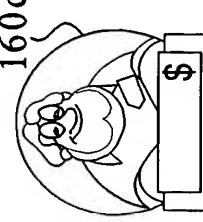
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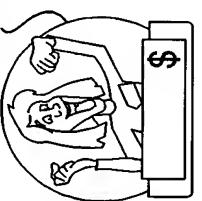
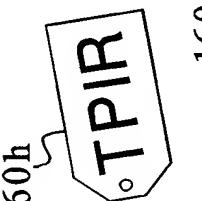
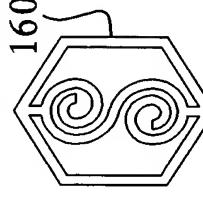
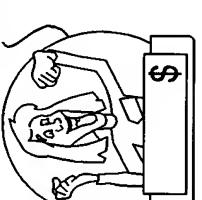
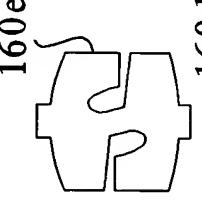
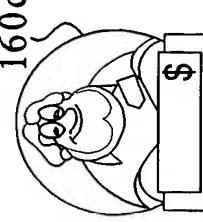
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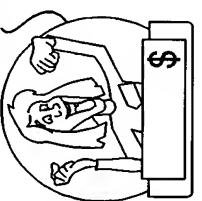
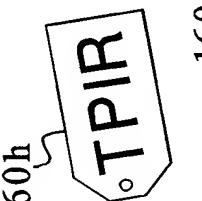
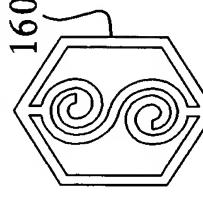
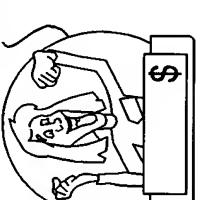
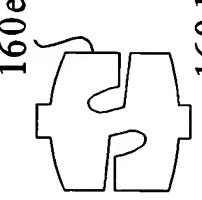
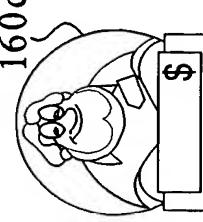
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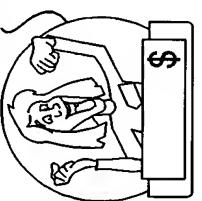
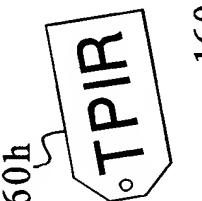
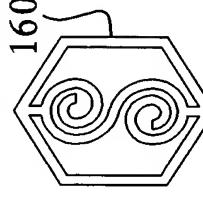
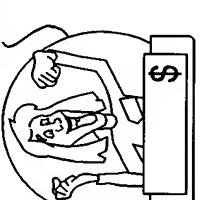
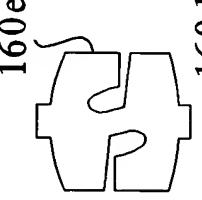
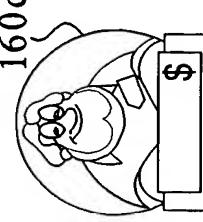
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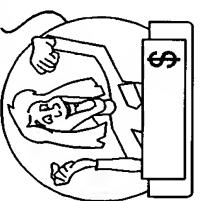
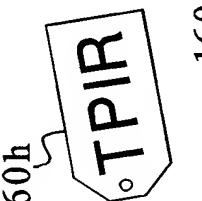
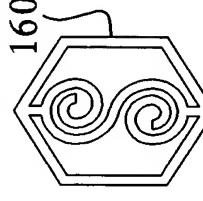
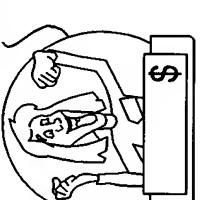
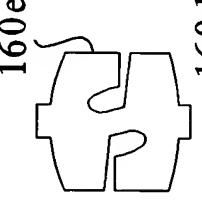
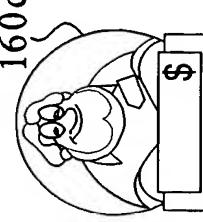
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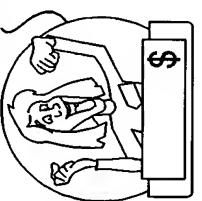
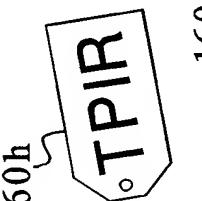
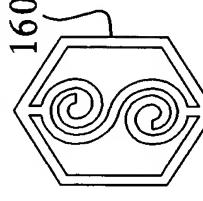
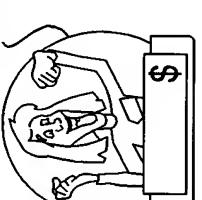
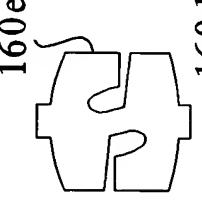
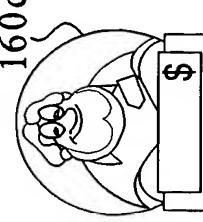
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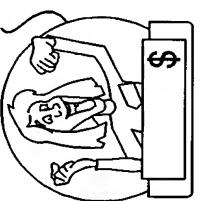
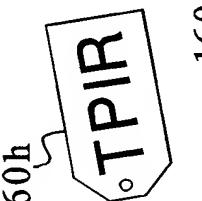
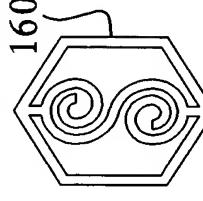
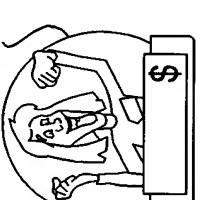
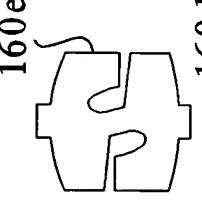
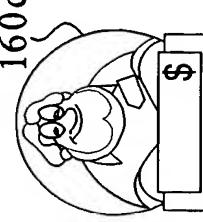
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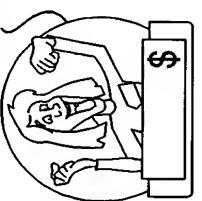
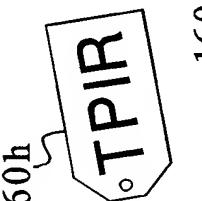
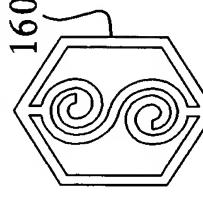
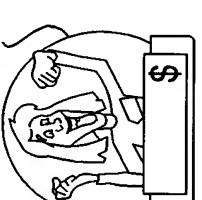
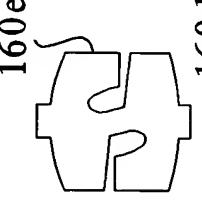
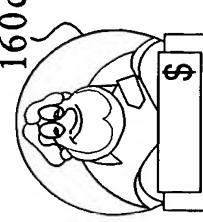
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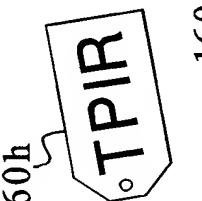
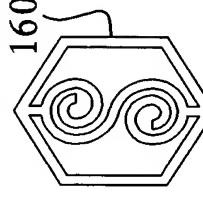
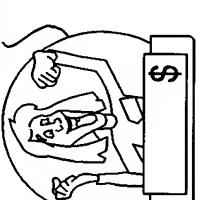
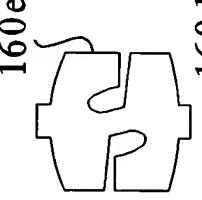
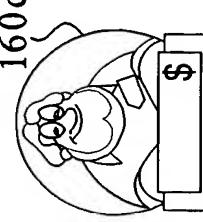
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CLIFF  
160i  
HANGERS

3  
3  
3

3  
3  
3

3  
3  
3



•TPIR

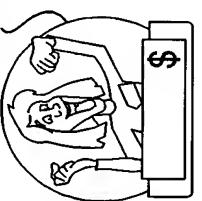
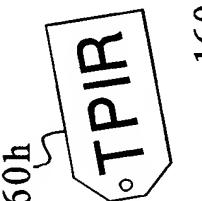
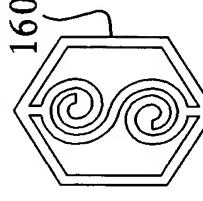
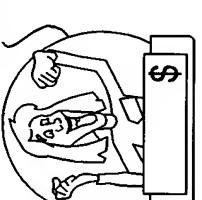
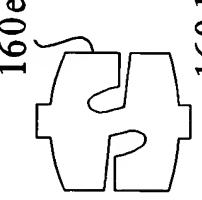
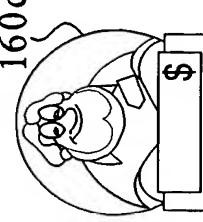
•TPIR

CLIFF  
160i  
HANGERS

3  
3  
3

3  
3  
3

3  
3  
3



•TPIR

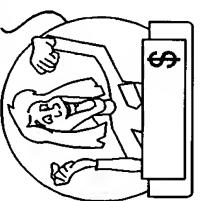
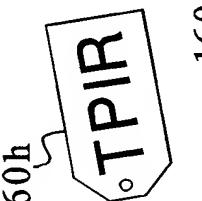
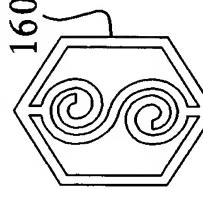
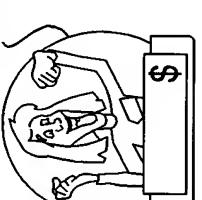
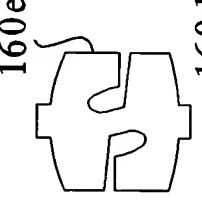
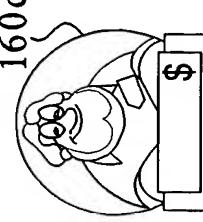
•TPIR

CLIFF  
160i  
HANGERS

3  
3  
3

3  
3  
3

3  
3  
3



•TPIR

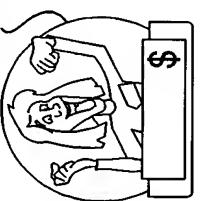
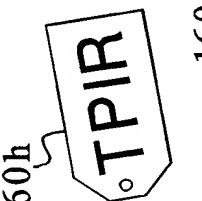
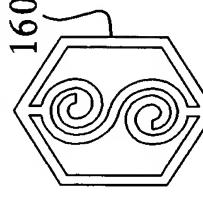
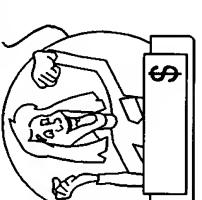
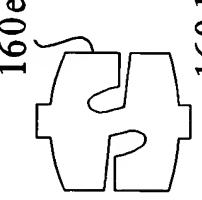
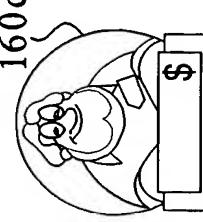
•TPIR

CLIFF  
160i  
HANGERS

3  
3  
3

3  
3  
3

3  
3  
3



•TPIR

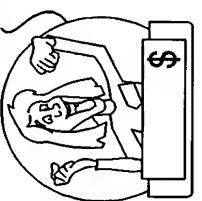
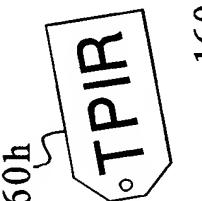
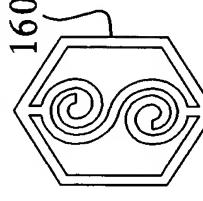
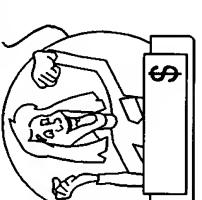
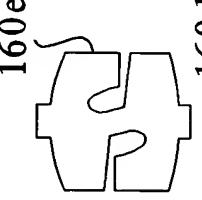
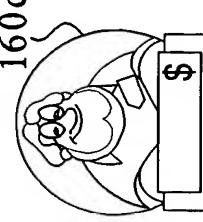
•TPIR

CLIFF  
160i  
HANGERS

3  
3  
3

3  
3  
3

3  
3  
3





COLOR 3  
DESIGN 3

FIG.3C

16,18

64

PLINKO

54c

54c

54c

54c

CHANGE  
INTERFACE

SHOWCASE  
175  
SHOWDOWN

SHOWCASE  
175  
SHOWDOWN

3  
3  
3

3  
3  
3  
3

3  
3  
3  
3

3  
3  
3  
3

3  
3  
3

3  
3  
3

3  
3  
3

3  
3  
3

3  
3  
3

180c  
\$

180f  
\$

180e  
\$

180e  
\$

180d  
\$

180h  
\$

180f  
\$

180e  
\$

180h  
\$

180f  
\$

PLINKO  
180i  
BONUS

CREDITS

100

1 CREDIT  
EQUALS

9

3

27

0

20

86

WIN  
SPIN

MAX  
BET

SELECT  
BET PER  
LINES

5¢

SEE  
PAYS / HELP

CASH  
OUT

34

84

76

78

74

68

66

38

88







FIG.5

FIG.5A  
FIG.5B

FIG.5A

16,18

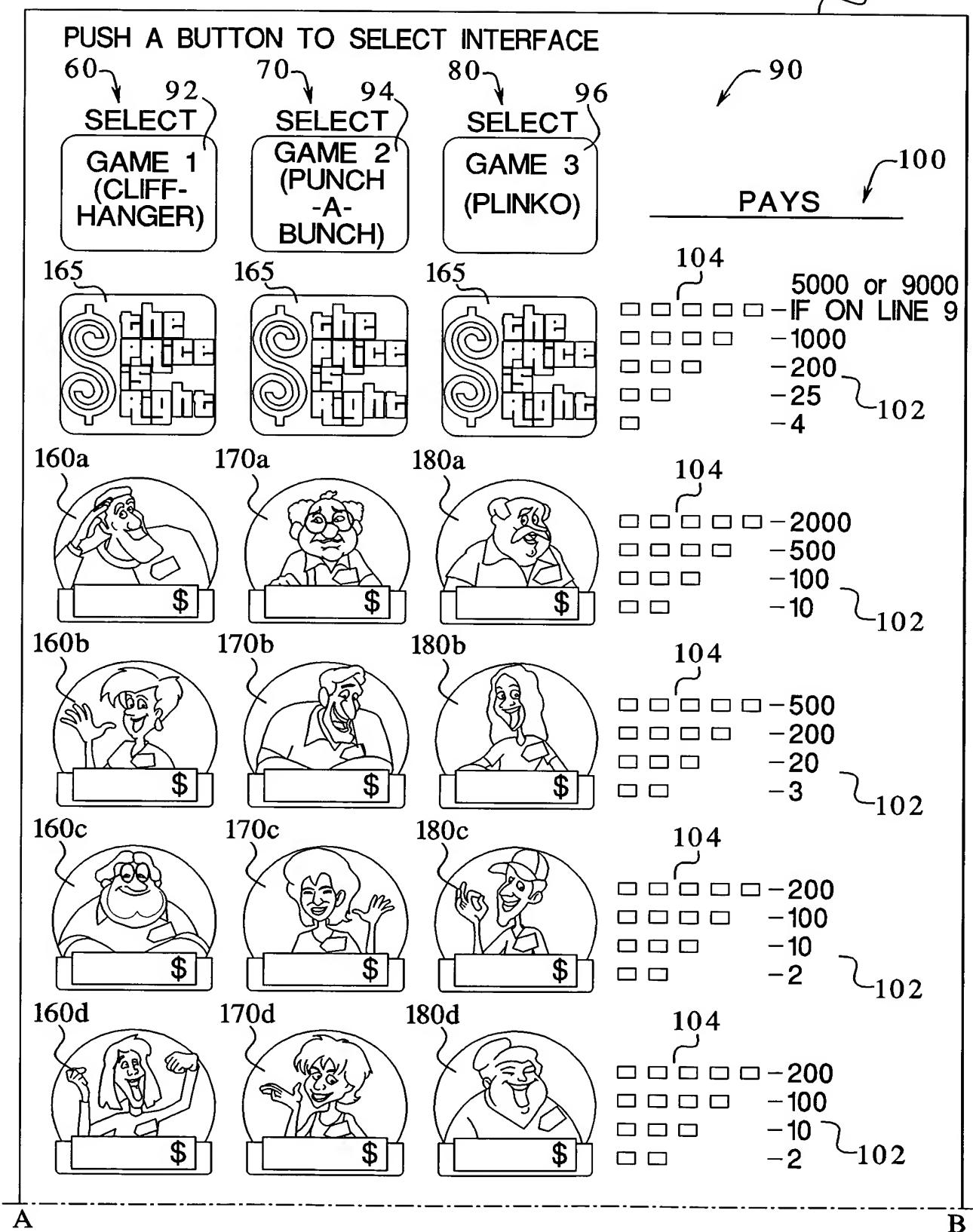


FIG.5B

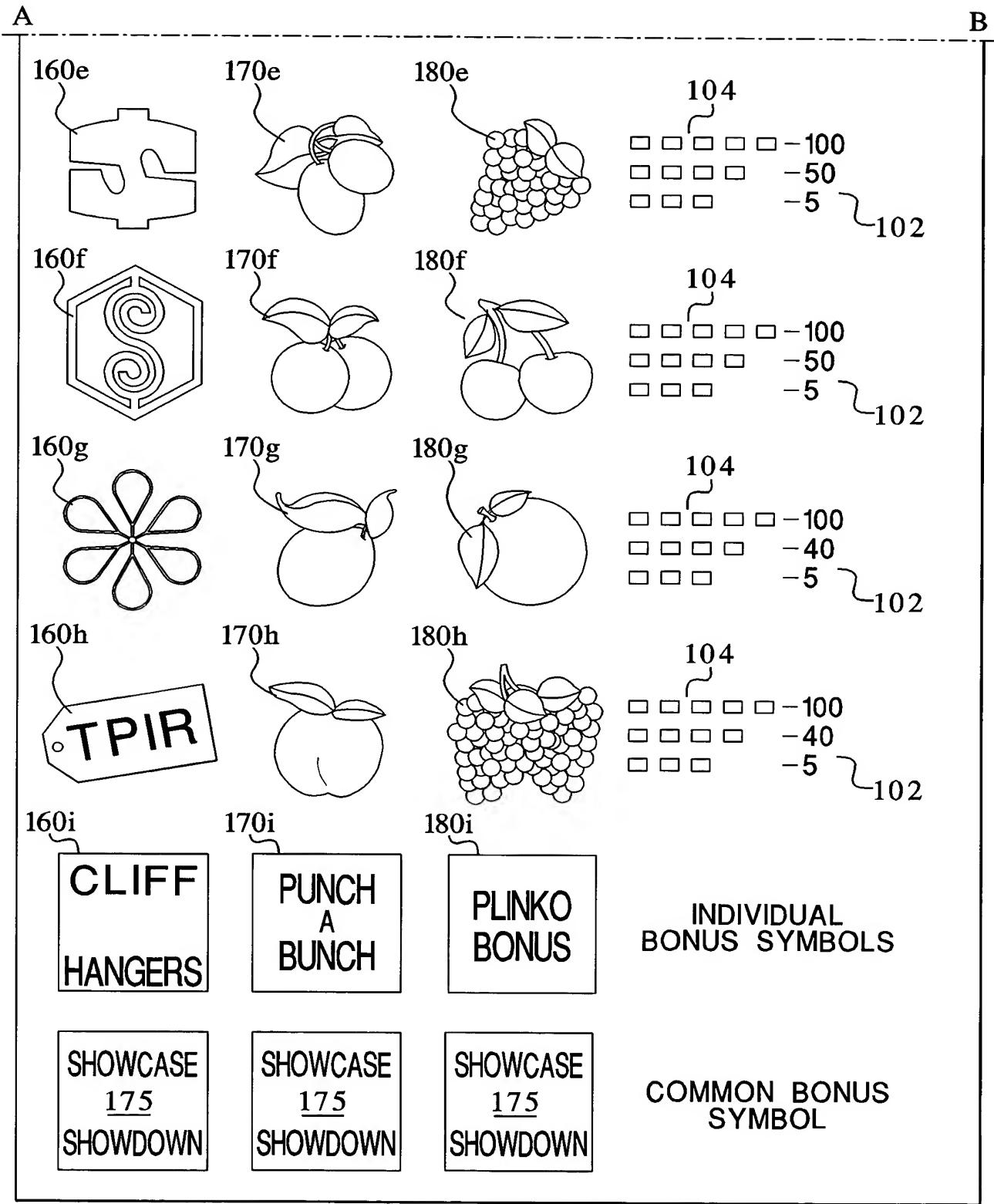


FIG.6

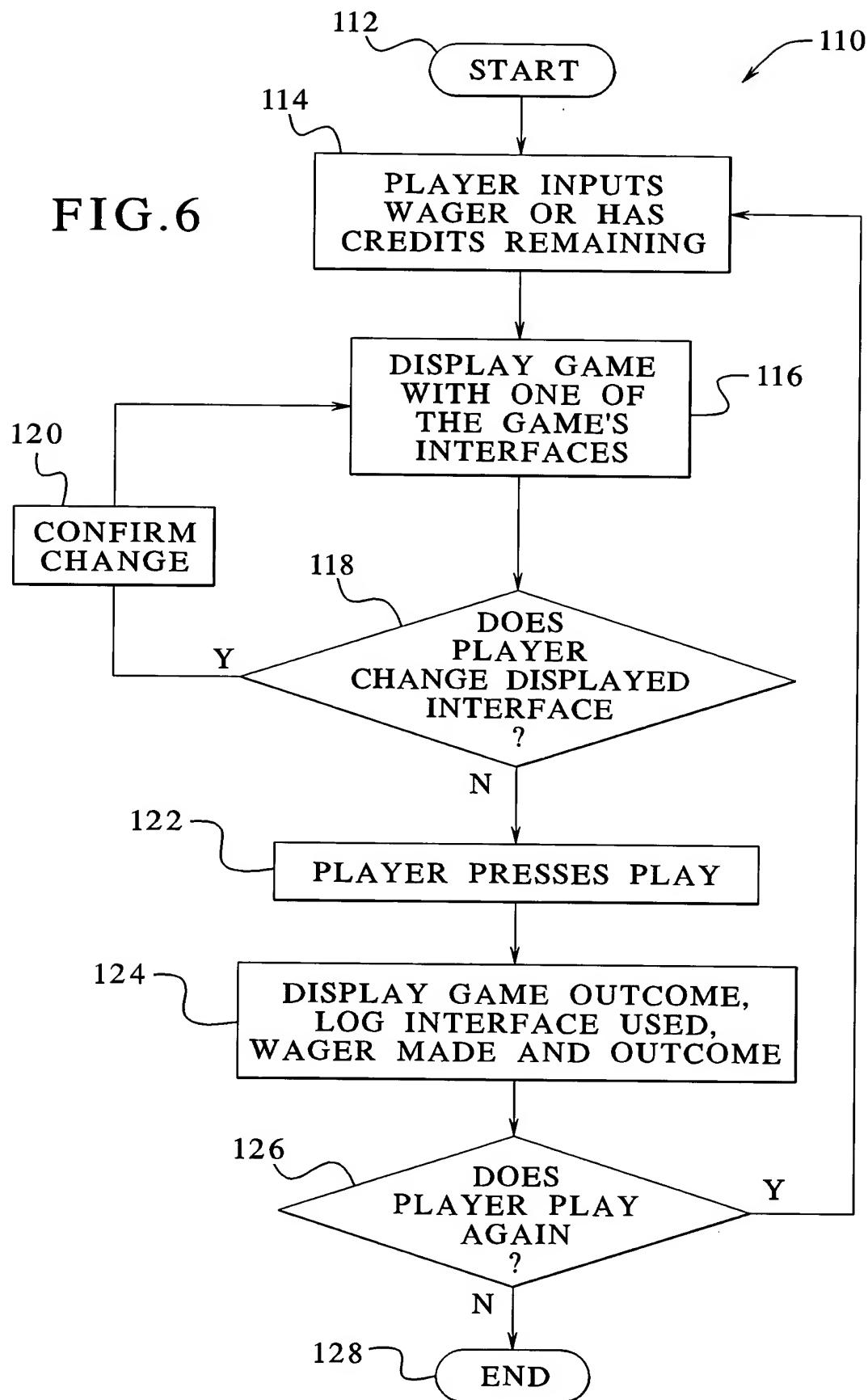


FIG. 7

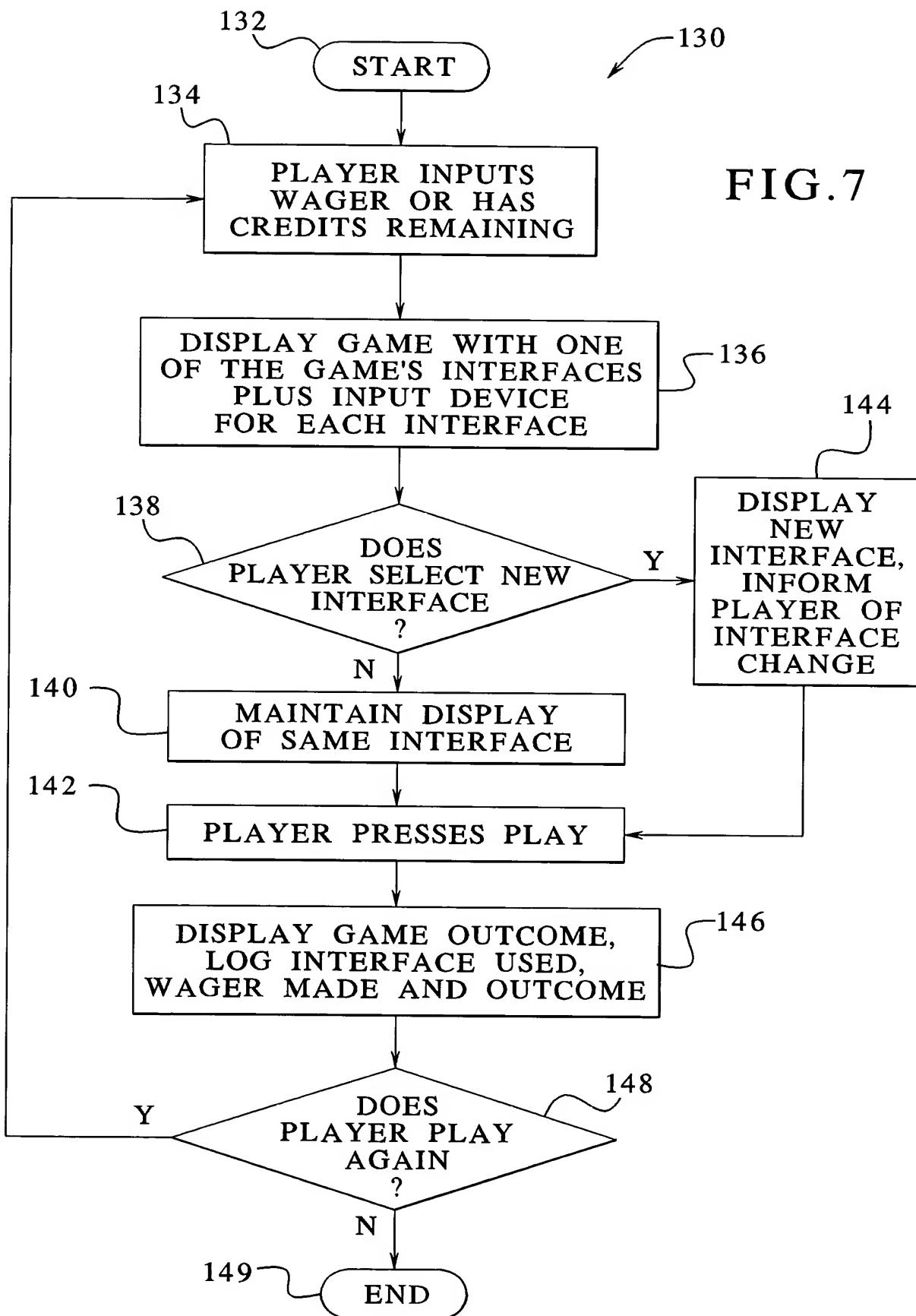


FIG.8

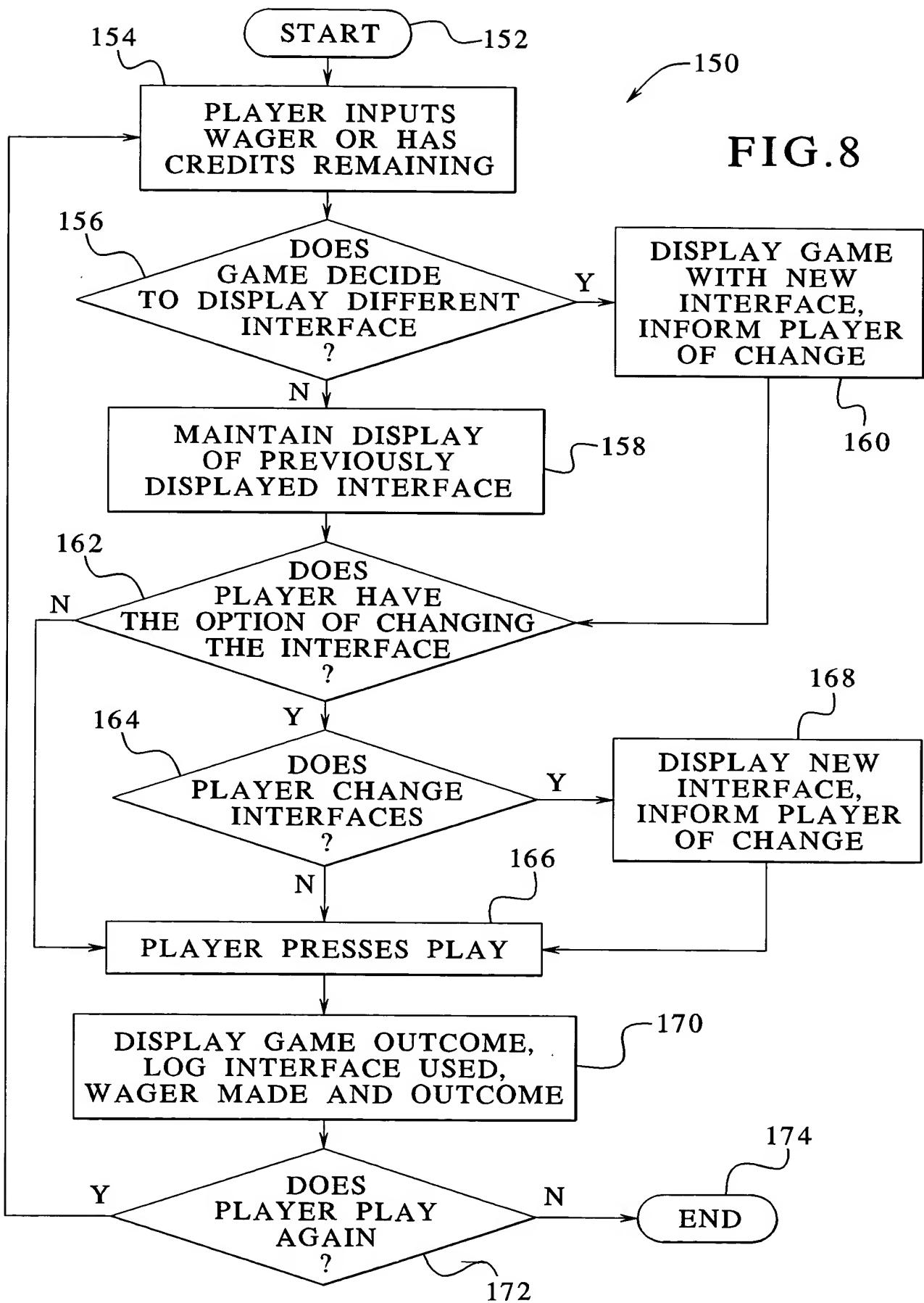


FIG.9

REASONS GAME  
SWITCHES INTERFACES

- SWITCH MADE RANDOMLY  
NOT BASED ON GAME EVENT <sup>182</sup>
- SWITCH MADE RANDOMLY  
BASED ON GAME EVENT <sup>184</sup>
- SWITCH MADE BASED ON  
PLAYER'S WAGER <sup>186</sup>
- SWITCH MADE BASED  
ON CREDITS ACCUMULATED  
OR CREDITS LOST <sup>188</sup>
- SWITCH MADE BASED  
ON NUMBER OF TIMES  
PLAYER HAS PLAYED GAME  
CONSECUTIVELY <sup>190</sup>
- SWITCH MADE BASED  
ON A TABULATION  
MAINTAINED BY A  
PLAYER TRACKING CARD <sup>192</sup>
- SWITCH MADE BASED ON  
GAME THEME (E.G. REEL  
SYMBOLS CHANGE TO  
FOLLOW STORY LINE OF  
STORY ASSOCIATED WITH  
GAME THEME) <sup>194</sup>

## FIG.10

POSSIBLE VARIABLES  
THAT CHANGE WITH  
OR BASED ON CHANGE  
OF INTERFACE

- PAYTABLE VOLITILITY <sup>202</sup>
- PAYBACK PERCENTAGE (E.G. <sup>204</sup> COULD HAVE "BONUS" INTERFACE), DIFFERING PAYOUTS
- WAGER REQUIREMENT FOR <sup>206</sup> ELIGIBILITY, E.G., FOR POSSIBLE PROGRESSIVE PAYOUT, JACKPOT WIN, BONUS GAME PLAY, OR ELIGIBILITY GENERATED
- BONUS TRIGGERING SYMBOL OR <sup>208</sup> COMBINATION LIKELIHOOD, LIKELIHOOD OF GENERATING, JACKPOT, PROGRESSIVE, PERSISTENCE INCREMENT, BONUS GAME(S)
- TOTAL NUMBER OF DIFFERENT <sup>210</sup> SYMBOLS DIFFERS IN SETS
- PROPORTION AND/OR ORDERING <sup>212</sup> OF SYMBOLS OR REEL STRIPS

FIG.11

